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Disney's

ATLANTIS

THE LOST EMPIRE

STICKER BOOK

Mrs. Gore

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Disney's ATLANTIS
THE LOST EMPIRE

How To Use This Book

Read the captions in the eight-page booklet and, using the label beside each sticker, choose the image that best fits in the space available.

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Don't forget that your stickers can be stuck down and peeled off again. If you are careful, you can use your *Atlantis* stickers more than once.

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You can also use your *Atlantis* stickers to decorate your own books.

First American Edition, 2001
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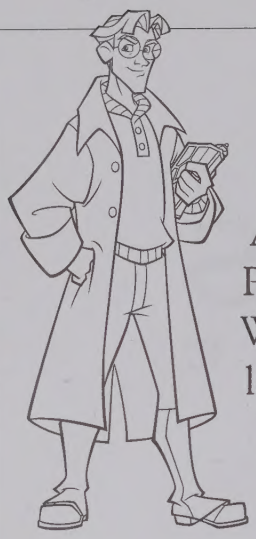


The Explorers

Milo Thatch's dreams of finding the lost empire of Atlantis unexpectedly come true when he meets Preston Whitmore, an eccentric billionaire. Mr. Whitmore gives him *The Shepherd's Journal*, a long lost book which holds the key to finding Atlantis. Now, with Milo on board to translate the *Journal*, Whitmore's expedition to Atlantis is ready to sail!

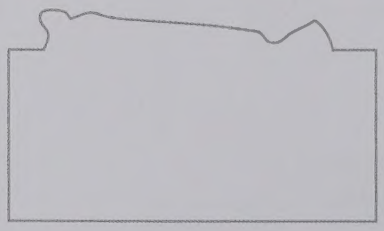
Passionate Explorer
Milo is a mapmaker with a yearning for adventure and exploration. Though sometimes timid and awkward, this regular guy is a hero at heart!

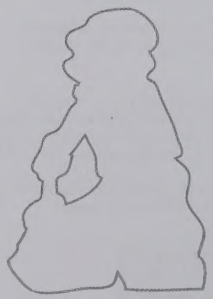
Stylish Lady
Helga is Rourke's second-in-command. She is sophisticated, stylish, and deadly!

Tough Guy
Rourke is the commander of the expedition to Atlantis. He is a tough-talking soldier and seems to be a good guy—but is he really?

Self-Made Billionaire
Billionaire Preston Whitmore funds the whole Atlantis expedition to fulfill the bet he made with his great friend, the late Thaddeus Thatch.

Need A Wash?
Mole is the crew's ideal geologist. He loves digging in dirt—just as his name suggests!
The crew knows little of his questionable past, except that he has one main fear…soap!





Young Mechanic
Audrey is a sassy teenage engineer who's a whizz with all things mechanical. A true tomboy, she learned the tricks of the trade from her father.

The *Journal*
The Shepherd's Journal unlocks the secrets of Atlantis. It was found in Iceland by Milo's grandfather. Only Milo can read it since it is written in Atlantean.

Gentle Giant
Dr. Sweet is the crew's medical expert. He is the first to befriend Milo.

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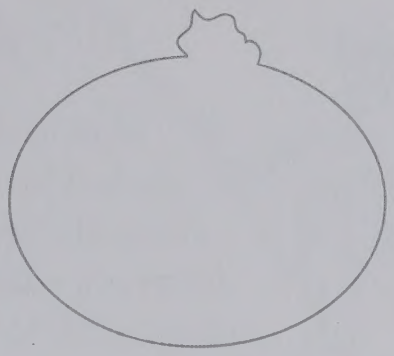
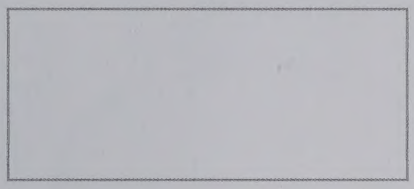
Flower Power
A former florist, Vinny made the unlikely career move into demolitions because, quite simply, he loves to blow stuff up!

Cowboy Cook
Cookie is the expedition's chef—which is worrisome, as the only ingredients he uses are beans, bacon, whisky, and lard!



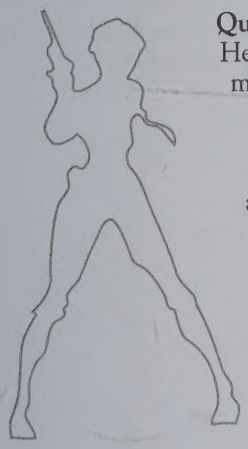
Grandpa Thatch
Milo's grandfather, Thaddeus, was a famous explorer. He raised Milo, and passed on to him a love of adventure.

Rourke's Troopers
Rourke's fierce troops think nothing of ransacking the Atlantean palace or kidnapping the princess.



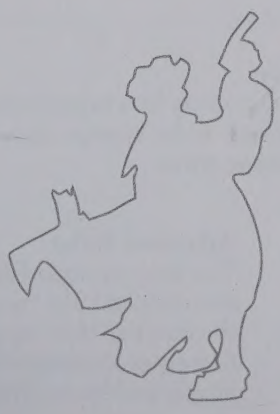
The Museum
No one at the museum appreciates Milo's talents. The directors refuse to fund his trip to find *The Shepherd's Journal*.

Communications Queen
Gossipmonger Mrs. Packard works as the team's communications expert. She is completely unflappable, even in times of extreme danger.

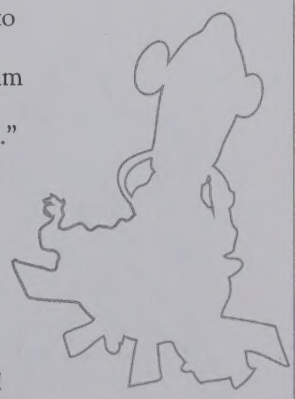


Quick On Her Feet
Helga's military background means she is skilled in using many weapons. A natural fighter, she had mastered knife throwing and target shooting by the time she was 12.

Museum Director
Milo's boss, Mr. Harcourt, used to be an explorer when he was a young man. Now he's the museum director and he has no time for Milo's love of "chasing fairytales."



Expert In Gibberish
Being an expert in languages, only Milo can translate *The Shepherd's Journal*. From the moment Whitmore gives it to him, he never lets it out of his sight.



What A Hero!
Rourke and Milo battle it out on the gyro-evac balloon. Milo's quick thinking and powerful moves bring Rourke to a nasty end! Ouch!

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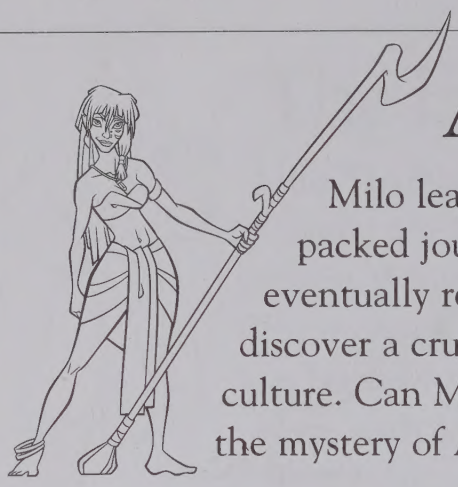
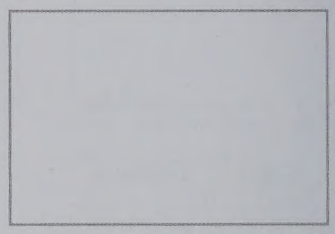


Atlantis

Milo leads the explorers on an action-packed journey to Atlantis. When they eventually reach the lost world, they discover a crumbling city with a dying culture. Can Milo help Princess Kida solve the mystery of Atlantis and save the city?

Monster Machine
The Leviathan guards the entrance to Atlantis. The giant, lobsterlike creature is terrifying, especially when, on closer inspection, Milo discovers that it is actually a machine!

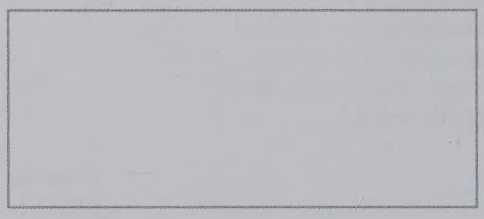
Skillful Leader
Milo's skill in translating *The Shepherd's Journal* leads the explorers to Atlantis's gateway and beyond.



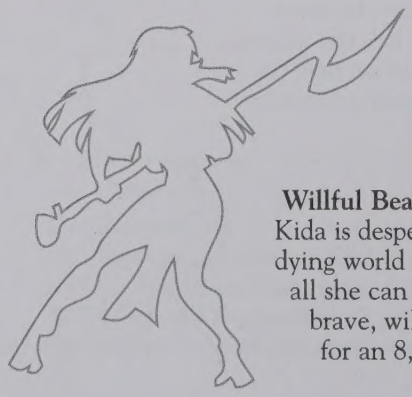
Electrical Force
The mechanical Leviathan glows blue when it fires its powerful energy blasts.

Fire, Fire!
In the caverns, Milo disturbs fireflies with his flashlight. The insects then attack the explorers' camp, and in seconds it is ablaze!

Vinny's Special Craft
When a huge pillar blocks the explorers' pathway, Vinny calmly blows it up—ignoring the fact that it is a great archaeological find.

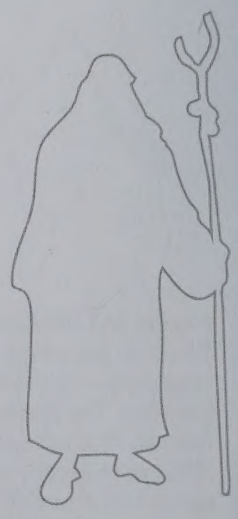


Bridging The Gap
The explorers set up camp by a long slender bridge. The only light is the strange, glowing rock formation above them.



Willful Beauty
Kida is desperate to save her dying world and is eager to learn all she can from Milo. She is brave, willful, and looks good for an 8,500-year old!

Atlantean Ruler
The king witnessed Atlantis's downfall and lost his wife in the disaster. Now he is fiercely protective of his people and his civilization.



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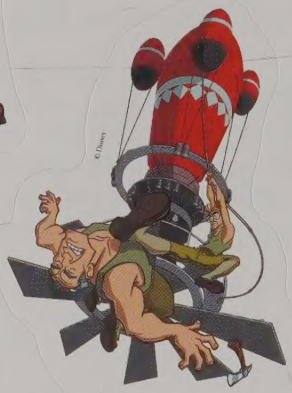
Fighter pod

Clapping giants

Cookie

Milo the leader



Leviathan's energy blast

Helga

Rourke's nasty end

The king's secret

Fire in the caverns

Milo the translator

Commander Rourke

The king

Vinny

Thaddeus Thatch

Mr. Harcourt

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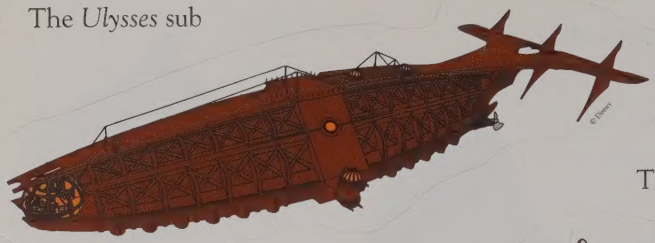
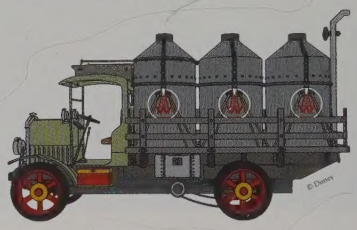
The *Ulysses* sub

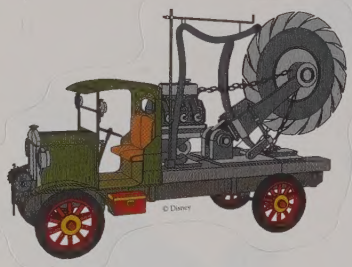


The oiler

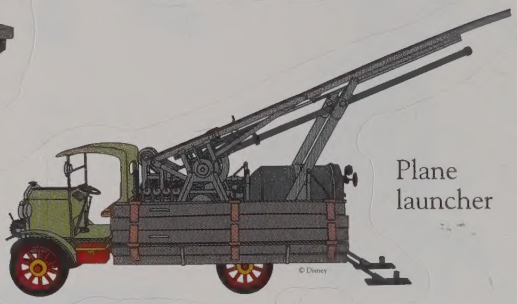


The digger

Water truck



Truck and saw

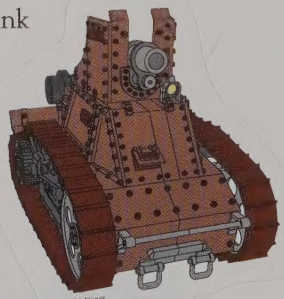


Plane launcher

Milo

Aqua-evac

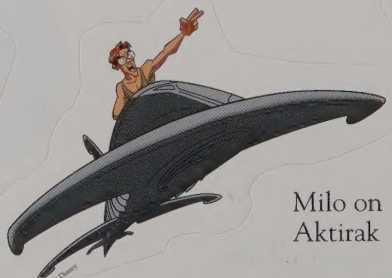
Troopers' tank



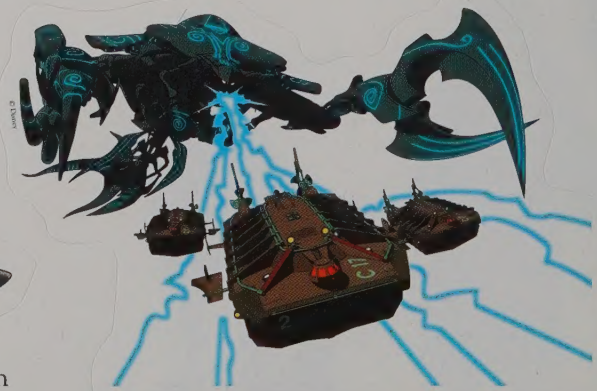
Rourke tries to escape

The digger starts to tunnel

Fierce troops



Milo on Aktirak



Leviathan blasts the sub

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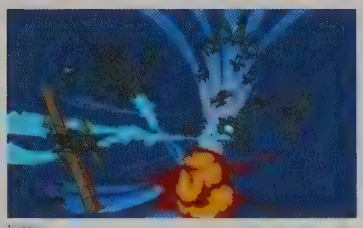
Vehicle control problems



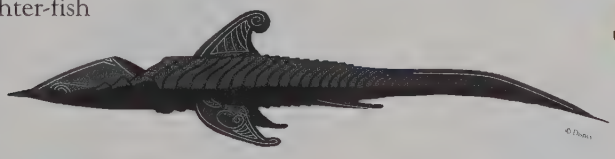
The aircraft are attacked

Milo guides the crew

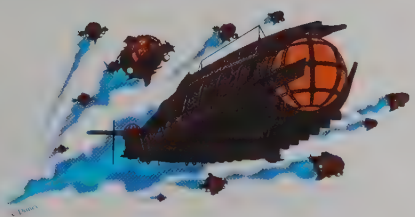
Stylish Helga

Hammerhead fighter-fish

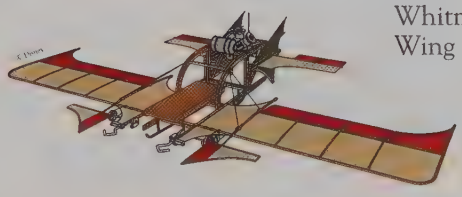
Princess' speeder



Dr. Sweet



Submarine and subpods



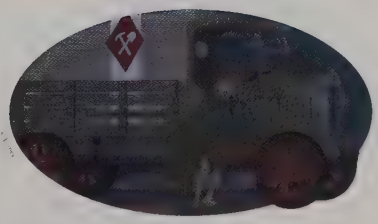
Whitmore Wing

Cookie's vehicles

Awesome armada

Escape balloon

The museum



Troops' transport

Claws and tentacles

Atlantean crystals

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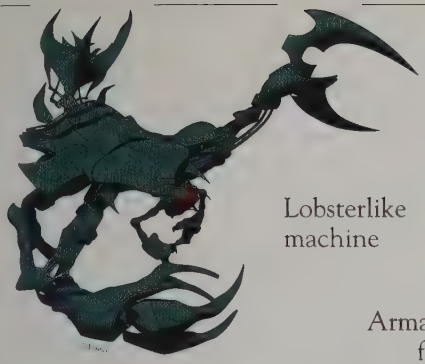
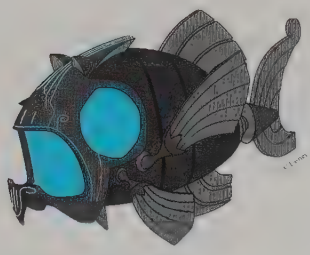
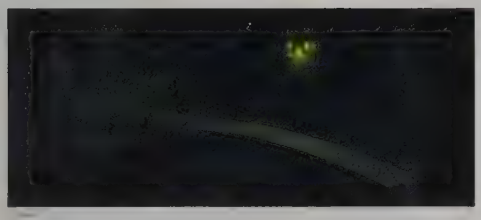


Lobsterlike machine



Armada fish

The Heart of Atlantis

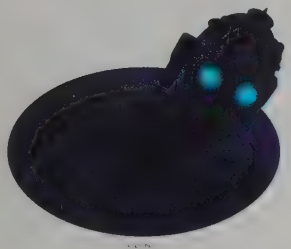


Slender bridge

Mole

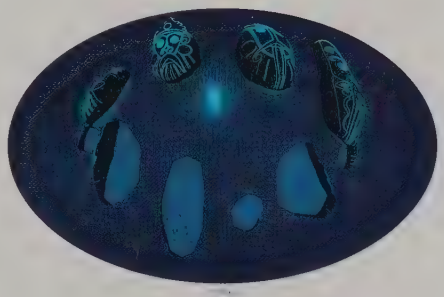
Mrs. Packard

Princess Kida



Stone giant

Kida and the King Stones



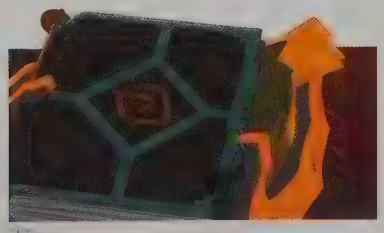
Mr. Whitmore

Rourke the thief

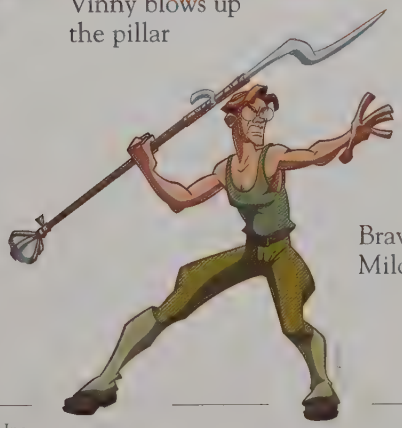
Audrey

Vinny blows up the pillar

Kida is chosen



The Shepherd's Journal



Brave Milo

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Life Force
The Heart of Atlantis is a giant crystal. It is the Atlanteans' life force.

Royal Secret
The king is determined to keep the immense power of the Crystal a secret from his people.

Crystal Thief
Rourke secretly plans to steal The Heart of Atlantis and sell it for a fortune.

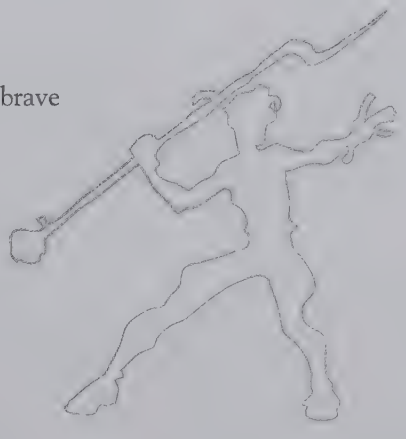
Powerful Crystals
The small Atlantean crystals have many powers. They can heal wounds and activate the Atlantean vehicles.

Crystal Princess
Just like her mother before her, Princess Kida is chosen by the Crystal to protect the city.

Stone Protectors
Three stone giants protect the city of Atlantis in times of grave danger.

Floating Through The Air
The King Stones around the Crystal rotate as the princess is lifted toward the Crystal's core.

New Milo
Milo proves he is a brave fighter when he fearlessly leads the explorers and Atlanteans in the bid to stop Rourke.



Start Clapping
The Crystal activates the giants. They come to life and clap their hands together. This forms a dome of energy that protects the city.

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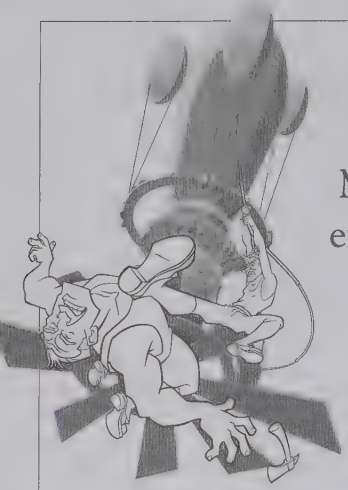

Explorers' Vehicles

Mr. Whitmore has made sure the explorers are well equipped for their expedition. Their dozens of different vehicles enable them to navigate the sea depths, cover rough Atlantean terrain, and carry all their supplies with relative ease.

Subpod
The *Ulysses* has 28 subpods. Each pod is armed with eight missiles and two harpoons.

The Fleet
The *Ulysses* carries the explorers through the murky depths of the sea to Atlantis. The small subpods are close by to protect the submarine in an attack.

Aqua-Evac
When the crew abandons the *Ulysses*, they make their escape in three aqua-evacs. Each is large enough to carry the other vehicles.

The *Ulysses*
This impressive submarine is a fantastic piece of engineering. It has everything the explorers could possibly need on board.

Mole's Digger
With a huge drill piece at the front, this truck is perfect for tunneling through rock and dirt. Who else would drive this truck but Mole?

Crew Guide
The team looks to Milo to guide the convoy of vehicles in the right direction.

Tunnel Time
Mole drives the digger through solid rock to make a path for the explorers. But the exertion proves too much for the digger, and it breaks down.

Attack!
The Leviathan attacks the *Ulysses* with its electric charge. Finally it crushes the sub in its claws.

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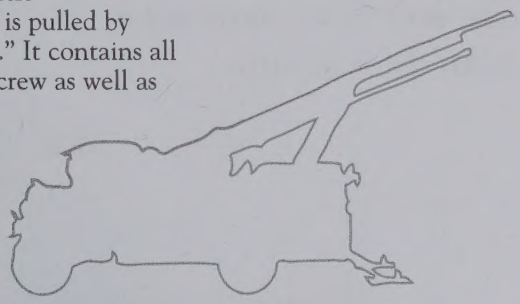
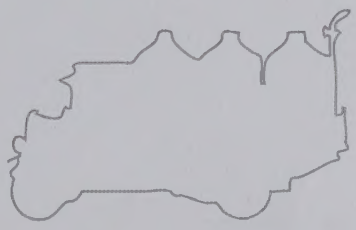
Hoop Truck
Rourke's troops travel in the back of this military truck.

Chuck Wagon And Gertie
Cookie's covered wagon is pulled by motorized mule, "Gertie." It contains all the food rations for the crew as well as the cooking equipment.



Full Of Fuel
The oiler is the truck that carries all the fuel for the expedition—three huge canisters of the stuff!

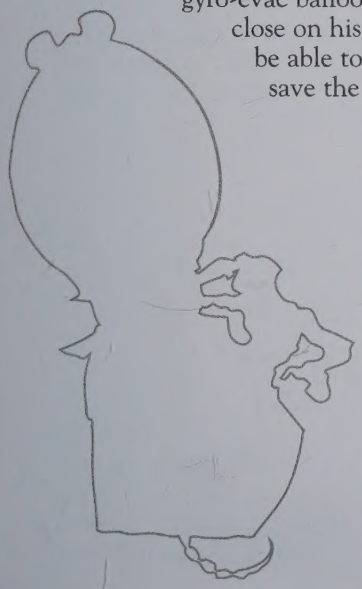


Wing Launcher
This truck opens up into a full plane launcher. It is used to launch the Whitmore Wing.

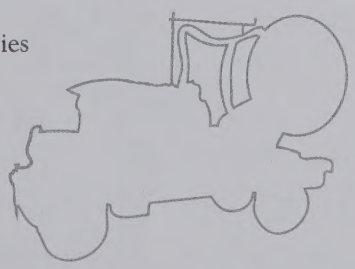
The Tanker
Only about a third of the water tank is used for storing water. The rest conceals the secret gyro-evac balloon.

Captain Jack
Captain Jack is the troopers' tank. It has one main gun turret—a fearsome battle vehicle.

Rourke's Getaway
Rourke makes his escape on the gyro-evac balloon, but Milo is close on his heels. Will Milo be able to stop him and save the princess?

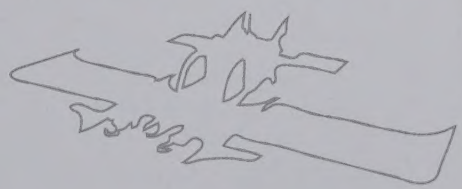


Rock Saw
This standard truck carries an important piece of equipment—a large circular saw.



Hidden Balloon
Helga and Rourke plan to escape in the hidden gyro-evac balloon and airlift the pod that imprisons Princess Kida.

Whitmore Wing
Flown by Rourke's troopers, these aircraft have guns mounted on their undercarriages.



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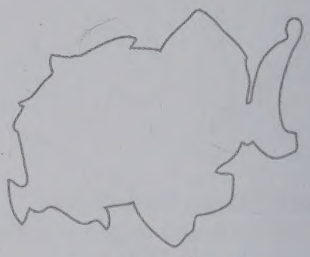
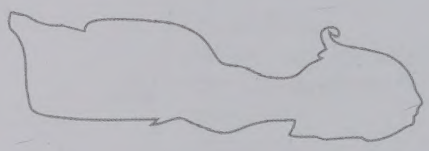
Atlantean Vehicles

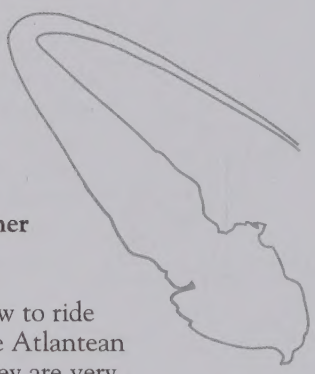
The Atlantean people have their own fleet of strange fishlike vehicles. Although made of stone they are powerful, speedy, and shoot dangerous energy blasts from their mouths!



Martag
This is an armada fish. It hovers silently and glows blue with energy.

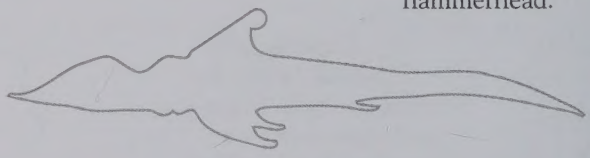


Ketak
This is the princess' speeder. When Kida inserts her personal crystal it jumps into action.

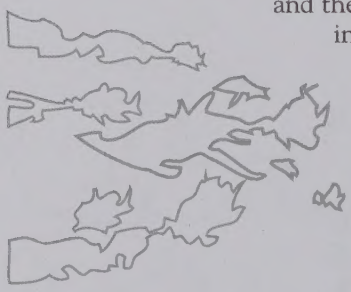


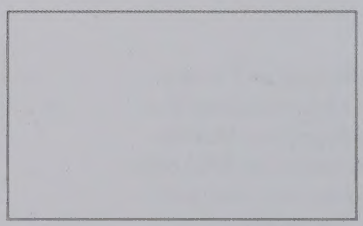
Quick Learner
Milo is the one to show everyone how to ride these strange Atlantean vehicles. They are very difficult to control.

Aktirak
This is a quick fighter-fish vehicle that shoots energy blasts from its hammerhead.



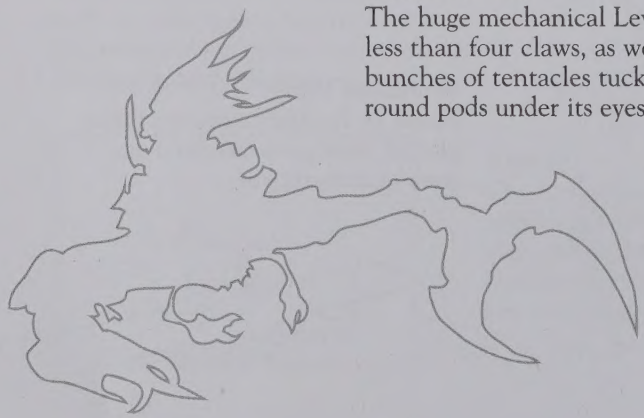
Into Battle
The Atlantean warriors and the brave explorers go into battle against Rourke. The assembled armada makes an awesome spectacle.

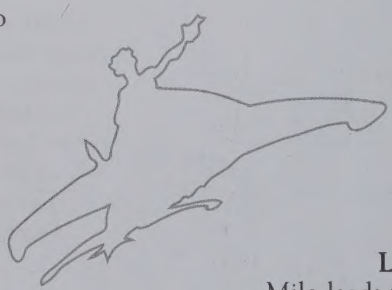




Fight To Win
The strange Atlantean vehicles fire at the Rourke's troopers' aircraft. The powerful shots blast the planes out of the sky.

Lobster Claws
The huge mechanical Leviathan has no less than four claws, as well as several bunches of tentacles tucked into the round pods under its eyes.





Let's Go!
Milo leads the crew into the last battle on the Aktirak. His smart thinking wins the day in the end.

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